Man Ting Mandy Wong

Looking for a co-op or internship. Available January - May 2021.

Projects

Cup o' Curios - Academic project

November - December 2020

- Group project, worked in a group of 4
- Developed a cooking game prototype about making potions for customers and earning as much money as possible by the end of the day
- The game and it's mechanics are based on the Dresden Files universe
- Was the artist of the group and drew all the sprites and assets, and the menu art, then implemented them as spritesheets
- Designed box art for a PS4 box for our game (even though our game was for PC only, but the box art was a requirement and we were told to just pick a different platform and pretend our game is made for that platform)
- Developed the game using Unity and C#, assets were made with Krita

Audio Visualizer / Just Visuals and Audio - Academic project

February - March 2020

- Group project, working in pairs
- Made an audio visualizer that could also be played as a game resembling Just Shapes and Beats (game portion is unfortunately unfinished)
- Has controls for users to change visual and audio effects, like showing which waveform, color scheme, or adjusting the bass and treble effects
- Used Canvas API, Web Audio API, dat.GUI API, JS, HTML, CSS

Nature Bound - Academic project

December 2019

- Individual project
- Using Unreal and blueprints to make a short interactive experience about a fox with fire abilities collecting flowers
- Has minor narrative that gives a little bit of context to interactions
- Focused on making the environment, then optimizing assets and graphics for better performance

Work experience

Rochester Institute of Technology, Rochester, NY
Teaching Assistant (TA)

Sept 2020 - Dec 2020

- Helped the professor grade students' homework, projects, and exercises
- The class was about web development, where students learnt and submitted work using HTML, CSS, and Javascript

Contact info

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Education

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science in Game Design and Development

Expected 2022

GPA: 3.62

Skills

Programming languages:
Javascript, HTML, CSS, C#, C++

Tools: Krita, Visual Studio Code, Visual Studio 2019, Unity, Unreal Engine, Github, Photoshop CC

Extra curricular

Art House, Special Interest House, Rochester, NY

August 2017 - Present

Member

- Creates art for selling at conventions
- Volunteers at Art House events at tables and set ups